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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Proceeding	77753502
Applicant	Aristocrat Technologies Australia Pty Ltd
Applied for Mark	BUFFALO
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UNITED STATES PATENT AND TRADEMARK OFFICE
TRADEMARK TRIAL AND APPEAL BOARD

Serial No.: 77753502

Applicant's Mark: BUFFALO

Filed: June 5, 2009

Applicant:
Aristocrat Technologies Australia Pty Ltd.

Law Office 110

Examining Attorney:
CASTRO GIANCARLO

Commissioner for Trademarks
P.O. Box 1451
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APPLICANT'S APPEAL BRIEF

I. INTRODUCTION

Applicant has appealed to the Trademark Trial and Appeal Board from the final decision of the United States Patent and Trademark Office Examining Attorney refusing registration of the above-referenced mark.

The Applicant filed its application to register the mark BUFFALO on June 5, 2009. The Examining Attorney issued a Final refusal on December 22, 2010. The Applicant filed a Request for Reconsideration and a concurrent Notice of Appeal on June 22, 2011 and, after denial of Applicant's Request for Reconsideration, Applicant's Appeal was resumed on September 15, 2011.

The Examining Attorney has refused registration, contending that Applicant's Mark is confusingly similar to the mark BUFFALO BUCKS ("Cited Registration") as shown in Registration No. 2765289, within the meaning of Section 2(d) of the Federal Trademark Act, as amended. Additionally, the Examining Attorney contends the two marks share the same overall sound, appearance, and commercial impression based on the two marks sharing the word "buffalo" in whole or in part. Moreover, the Examining Attorney has stated that the goods are related because consumers might encounter the Applicant's and Registrant's respective goods in the marketplace.

As set forth in the following sections of this appeal brief, Applicant believes the Examining Attorney's contentions to be in error and asks that this Board reverse his/her refusal and pass this mark to publication.

II. RELEVANT FACTS

Applicant has been using the Mark BUFFALO for "Gaming machines, namely, devices which accept a wager," since at least November 6, 2003. Applicant's Mark is used as the title for a slot machine game and is one of Applicant's more popular and well-known products.

III. ARGUMENT

A. Competitors in the Gaming Industry Routinely utilize the same or Similar Terms and Themes in Connection With the same Goods/Services and Trademarks reflecting the same peacefully coexist

Competitors within the gaming industry very often utilize similar or even the same game themes in their products. It is generally accepted within in the industry and unless game names are so similar as to be confusing or infringing, competing products with similar themes/names tend to

peacefully coexist. Applicant has compiled a representative list of peacefully coexisting Allowed or Registered trademarks for gaming products that have similar names and game themes to those of their competitors. See Exhibit A. Examining Attorney will note that not only are these marks coexisting, but the Trademark Office has either Allowed or Registered each of these despite the other “similar” marks also existing on the Register.

In Sun Banks of Florida v. Sun Federal Savings & Loan Assn., the court held that there was no likelihood of confusion between the marks SUN BANKS OF FLORIDA, INC. and SUN FEDERAL SAVINGS AND LOAN ASSOCIATION because "the extensive third-party use of the word ‘Sun’ [was] impressive evidence that there would be no likelihood of confusion between Sun Banks and Sun Federal." 651 F.2d 311, 316, 211 U.S.P.Q. 844 (5th Cir. 1981). Additionally, in Bell Labs., Inc., v. Colonial Prods., Inc., the court held that there was no likelihood of confusion between the marks FINAL and FINAL FLIP in reference to pesticides because “the greater the number of identical or similar trademarks already used on different kinds of goods, the less is the likelihood of confusion” between similar marks. 644 F. Supp. 542, 545, 231 U.S.P.Q. 569 (S.D. Fla. 1986) (quoting Restatement (Second) of Torts § 729, comment g). Here, as is common in the gaming industry, the marks at issue are BUFFALO and BUFFALO BUCKS. The Cited Registration is just one of several “Buffalo” themed marks on the register, as evidenced below, for gaming or casino related goods or services, all of which have peacefully coexisted up to this point with no evidence of likelihood of confusion:

BUFFALO BILL'S RESORT & CASINO SN:76-258727 RN:3,270,691	Registered July 31, 2007	(Int'l Class: 41) Casino , golf course, amusement park and entertainment services, namely, live performances featuring live and prerecorded music, prerecorded video, singers, dancers, magicians, actors, acrobats and comedians	Affinity Gaming, LLC
BUFFALO BILL'S RESORT CASINO and Design	Renewed November 12, 2006	(Int'l Class: 41) Entertainment services, namely, services by live	Affinity Gaming, LLC

SN:75-018542 RN:2,015,414		vocal, instrumental and musical performing groups, amusement park services and casino services	
BUFFALO BUCKS SN:76-358324 RN:2,765,289	Registered 8 Accepted April 13, 2010	(Int'l Class: 9) Gaming machines and operating software that runs thereon	Rocket Gaming Systems, LLC.
BUFFALO MOON SN:85-219633	Pending - Publication Review Complete December 6, 2011	(Int'l Class: 9) Electronic gaming machines, namely, devices which accept a wager	Aristocrat Technologies Australia Pty LTD.
BUFFALO MOUNTAIN SN:78-778708 RN:3,279,483	Registered August 14, 2007	(Int'l Class: 9) Gaming devices, namely gaming machines and computer software used therewith to enable the gaming machine to run; downloadable computer software for use in connection with gaming machines	Aristocrat Technologies Australia Pty LTD
BUFFALO THUNDER RESORT & CASINO and Design SN:85-230003 RN:3,985,905	Registered June 28, 2011	(Int'l Class: 21) Coffee cups (Int'l Class: 25) Clothing, namely, shirts, jackets, sweatshirts, headbands, skirts and ties (Int'l Class: 41) Gaming services in the nature of casino gaming (Int'l Class: 43) Hotel services	Buffalo Thunder, Inc. (United States Corporation Chartered by the Pueblo of Pojoaque, a Federally Recognized Indian Tribe) 17746 U.S. Highway 84/285 Santa Fe, New Mexico 87506
PRIMM VALLEY CASINO RESORTS BUFFALO BILL'S PRIMM VALLEY WHISKEY PETE'S and Design SN:76-572213 RN:3,753,480	Registered March 2, 2010	(Int'l Class: 41) Casino services ; entertainment services, namely, live performances featuring musicians and singers, dancers, magicians, actors, acrobats, comedians and prerecorded music and video	Affinity Gaming, LLC
SENECA BUFFALO CREEK CASINO SN:78-875181 RN:3,596,671	Registered March 24, 2009	(Int'l Class: 41) Casino services	Seneca Gaming Corporation (United States Tribally-Chartered Corporation of the Seneca Nation of Indians, a Federally-Recognized American Indian Tribe)
THUNDERING BUFFALO SN:85-055103 RN:3,967,823	Registered May 24, 2011	(Int'l Class: 9) Gaming machines, namely, devices which accept a wager	IGT (Nevada Corp.)

It follows then from Sun Banks and Bell Labs, that if consumers are already made to distinguish between similarly themed marks based on the current status of the register as well as the commercial environment, then they are much less likely to be confused by an additional mark in the realm of similarly themed marks, particularly when the new addition, like BUFFALO, stands on its own as a strong brand rather than as a seeming addition to an already existing brand.

B. The Appearance of the Marks is So Significantly Different in Commercial Impression That Consumers are Highly Unlikely to confuse either Mark as Related Brands

Bell Labs, additionally points out that when conducting a likelihood of confusion analysis, marks must be considered in their entirety and that should include the appearance of the marks. Bell Labs., 644 F.Supp. at 546-47 (following Schmid Labs. v. Youngs Drug Products Corp., 482 F. Supp. 14 (D.N.J. 1979)). The Bell Labs court goes on to describe the differences between the two marks in appearance:

Plaintiff's mark boldly highlights the word "FINAL" in black against a white background with other black print. The letter "F" is capitalized and the other letters are lower case. The printing is stylized. There is little other ornamentation on the "FINAL" package save for the plainly printed phrase "Pelleted Rat and Mouse Bait." Defendant's packaging is very different from plaintiff's. The paper "header" attached to the package contains bright red and yellows. The words "FINAL FLIP" are capitalized throughout in standard unstylized block letters. The exclamation "Rats & Mice Love It!" is prominently featured, as is a cartoon of a sneering gloved rat swiping an ear of corn.

In the instant case, as in Bell Labs, the goods are encountered by consumers in a visual context (rather than an aural context where goods are ordered verbally), and thus it is important to consider such appearance of the mark in its entirety as used on or in connection with the goods.

Here, when a consumer is visually exposed to Applicant's goods and Applicant's mark thereon, the consumer sees the word BUFFALO in a stylized and bolded font above a wildlife scene depicting realistic looking buffalo appearing to stampede toward the viewer (See Exhibit B). In stark contrast, when looking at the Cited Registration, the viewer sees the mark in a scripted format both above and below a cartoon logo depicting a human characterized cartoon buffalo dressed in a suit, top-hat and monocle. (See Exhibit C). The imagery associated with the Cited Registration is whimsical in nature, depicting an animal as a human, complete with full dress and accessories. It additionally features dollar bills seemingly falling from the sky—a clear reference to the "BUCKS" portion of the mark. Applicant's mark, however, is much more serious in tone, depicting buffalo in their natural, wild state as compared to the Cited Registration's fanciful and comical depiction.

Additionally, within the Cited Registration's design, the cartoon buffalo's period attire is clearly meant to remind the consumer of the particular historic time period in which the legendary and now extinct Buffalo Nickel would have been in circulation in the U.S. (The Buffalo Nickel was in circulation from 1913 to 1938. See Exhibit D). Thus, the cartoon buffalo's ensemble is clear evidence that the Cited Registration is intended to evoke the charm of the historic Buffalo Nickel whereas Applicant's mark makes no such reference and unmistakably refers to Buffalo in terms of the actual animal itself within its natural habitat.

C. Confusion is Highly Unlikely Even when Taking Into Account Similar Channels of Trade

1. The Appearance of the Marks Takes Precedence Even When the Goods May be Sold in Similar Channels of Trade

The Examiner asserted that there was a likelihood of confusion because the goods associated with both the Cited Registration and Applicant's Mark might appear together in the marketplace

because of similar channels of trade. Applicant respectfully disagrees and would like to call Examiner's attention to W.W.W. Pharmaceutical Co., Inc. v. Gillette Co., 808 F.Supp. 1013 (S.D.N.Y. 1992) in which the court held that despite the fact that the goods are "customarily sold through the same channels of trade," there was no likelihood of confusion, in part, because the use of the marks differed in appearance. In that case, unlike here, the marks were practically identical--"SPORTSTICK" for lip balm and "SPORT STICK" for deodorant—and the court even acknowledged that it was possible the two could appear together on the same store shelves; and yet, the court still found that appearance of the mark on the goods was the determining factor, finding no likelihood of confusion.

Here, based on the strong arguments above for publication based on the vastly different appearances of the two marks, Applicant respectfully requests that the application be approved for publication.

2. The Goods are Unlikely to Actually Appear in the Same Marketplace, Thus Making Confusion Highly Unlikely

Here, unlike in W.W.W. Pharmaceutical Co., Inc., whilst the goods of both marks are gaming machines, the goods are highly unlikely to even appear together in the same space. The Indian Gaming Regulatory Act established three Classes of gaming, which provide for very different types of gaming in each class and subsequently very different types of gaming machines in each class. While developed in relation to Indian Gaming, the general definitions of Classes I-III are used as terms of art throughout much of the world to describe a particular jurisdiction's legally allowed types of gaming. We are only concerned here with Class II and Class III as Class I only encompasses "social games solely for prizes of minimal value or traditional forms of Indian gaming engaged in by individuals as a part of, or in connection with, tribal ceremonies or celebrations," 25 U.S.C. 2703(6), and does not involve the type of gaming machines at issue here.

Class II gaming is defined for the purpose herein to mean “the game of chance commonly known as bingo (*whether or not electronic, computer, or other technologic aids are used in connection therewith*)...” Class II gaming does not include “...electronic or electromechanical facsimiles of any game of chance or *slot machines of any kind*.” 25 U.S.C. 2703(7) (emphasis added). Class III gaming “means all forms of gaming that are not class I gaming or class II gaming,” which, of course, would include traditional slot machines. The type of games to be offered in a particular Indian casino is decided by each tribe and varies by casino.

Applicant solely operates in the U.S. under Class III gaming, manufacturing only traditional “Las Vegas style” slot machines. In contrast, the owner of the Cited Registration, Rocket Gaming, primarily operates primarily in Class II gaming (See Exhibit E), which includes only bingo machines. Applicant’s Class III products are not even permitted under U.S. regulation to appear in Class II locations and thus; despite both marks being used with “gaming machines,” the goods are, in fact, sold and displayed to the public in quite different venues and operating arenas. Consequently, there is little likelihood that the marks would even appear in any proximity in the same market.

Based on the above, Applicant respectfully requests that the application be approved for publication.

D. The Consumer Slot Player, Whether Knowledgeable of the Industry or Not is Highly Unlikely to Confuse the Two Marks

In a previous Response to Office Action, Applicant asserted that the consumer at issue for Applicant’s goods is the casino manager who makes the initial purchase of the gaming machines for his casino. Applicant maintains this position but agrees with the Examiner’s contention that the ultimate consumer is the end-user, “namely the individual who goes to a casino looking to play a specific gaming machine.” In fact, acceptance of this position strengthens the Applicant’s position as the likelihood of confusion is diminished even further, whether the consumer is a knowledgeable and habitual slot player or an occasional player on vacation.

1. The Knowledgeable Consumer

As the popularity of gaming continues to grow throughout the United States, more and more people are becoming “regular” slot players. These habitual players are well informed with regards to their favorite games, game styles, game categories, brands and manufacturers and tend to specifically look for the same when visiting a casino. In particular, these players take great care when selecting machines to play, considering the likely return on their monetary investment and the entertainment value they see in playing different machines and game styles. These players even have their own websites and message boards where they can discuss with other regular players their likes and dislikes for particular games and manufacturers. Exhibit F evidences one such message board where consumers specifically identify the BUFFALO game as one owned by Applicant, Aristocrat Technologies. Clearly these regular consumers have no difficulty distinguishing between Applicant’s Mark and the Cited Registration. In fact, as Examiner points out, the consumer would be looking to play a “*specific* gaming machine,” and thus would experience no confusion when looking for Applicant’s game because, based on the Appearance argument above, the marks are used in such a drastically different manner that there is minimal, if any, likelihood that such a knowledgeable consumer would mistake one for the other. Additionally, as mentioned above, because the owners of the marks operate in very different gaming environments, a regular slot player would know that s/he could not go into a Class II jurisdiction and find Applicant’s product nor could s/he walk into a Class III jurisdiction such as Las Vegas and find a Class II bingo terminal of the type bearing the Cited Registration.

2. The Occasional Player

The occasional slot player, such as one vacationing in a Las Vegas casino, is highly unlikely to experience confusion, despite having little or no knowledge of gaming classes, jurisdictions or manufacturers. Again, this is so because of the clear variation in appearance of the marks where one

is a whimsical cartoon buffalo dressed as a person and the other serious in tone referring to a wildlife nature scene. In this context, even an “uneducated” occasional slot player would have no difficulty understanding that these two games are absolutely unrelated brands emanating from different sources of origin.

E. The Additional Copyright Notice on Every Machine Assures that Consumer Confusion is Highly Unlikely

Finally, gaming machine manufacturers such as Applicant and the owner of the Cited Registration expend very large sums of money and expend considerable resources differentiating their game brands. In addition, they label their machines with appropriate copyright ownership notices and their company logos and trademarks. If there were ever any doubt as to the source of the goods, a consumer must only look about 6 inches below the mark to see a clear indication of the source of origin on each and every machine. (See Exhibit B. All of Applicant’s machines contain the copyright notice, shown here in a white font, at the very bottom of the machine). This notice provides the final level of assurance to the consumer as to the source of the goods and thus there is very little likelihood of confusion.

IV. CONCLUSION

For all the foregoing reasons, Applicant submits that the Examining Attorney's refusal should be reversed and the Application to register this mark should be passed to publication.

Respectfully submitted,

Aristocrat Technologies Australia Pty Ltd

Dated: November 14, 2011

By: 

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EXHIBIT A

Coexistence of Similar Themes and Names within the Gaming Industry

“Princess” Theme

Note below the descriptors both describing the “Princess” as some form of magic:

- **MYSTICAL PRINCESS** (Registration No. 3459085) in class 9 for Gaming machines, namely, devices which accept a wager. Owned by **IGT CORPORATION NEVADA**.
- **ENCHANTED PRINCESS** (Registration No. 3609737) in class 9 for Gaming machines; Computer software for gaming machines. Owned by **NOVA GAMING, LLC**.

Note below the particular references to A Princess from a particular ethnicity or nationality:

- **POLYNESIAN PRINCESS** (Registration No. 3473219) in class 9 for Gaming machines that generate or display wager outcomes; Gaming software that generates or displays wager outcomes of gaming machines. Owned by **WMS Gaming, Inc.**
- **ASIAN PRINCESS** (Registration No. 3183844) in class 9 for Gaming devices, namely, gaming machines and computer software used therewith to enable the gaming machine to run. Owned by **Aristocrat Technologies Australia Pty Ltd.**
- **PERSIAN PRINCESS** (Registration No. 3155026) in class 9 for Gaming machines, namely, devices which accept a wager and components therefor, namely, controllers, displays, button panels, bolsters, electrical wiring, and computer hardware and software associated therewith. Owned by **IGT CORPORATION NEVADA**.
- **MAYAN PRINCESS** (Registration No. 3574107) in class 9 for Gaming equipment, namely, slot machines with or without video output. Owned by **Global Gaming Group, Inc.**

“Jade” Theme

Note below the first two registrations where “Jade” describes a type of animal or creature.

- **THE JADE ELEPHANT** (Registration No. 3094373) in class 9 for gaming machines. Owned by **WMS Gaming, Inc.**

- **JADE DRAGON** (Registration No. 3607478) in class 9 for Computer software and firmware for games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals; Gaming devices, namely, gaming machines, slot machines, bingo machines, with or without video output; Gaming equipment, namely, slot machines with or without video output; Gaming machines; Gaming machines including slot machines or video lottery terminals; Gaming machines that generate or display wager outcomes; Gaming machines, namely, slot machines and video lottery terminals; Gaming machines, namely, devices which accept a wager; Gaming machines, namely, electronic slot and bingo machines. Owned by **Eclipse Gaming Systems, LLC**.

JADE (Registration No. 3416298) in class 41 for Casino and gaming contest services; providing casino and gaming contest facilities. Owned by **Boyd Gaming Corp. Nevada**.

DOUBLE JADE (Registration No. 3469477) in class 9 for Gaming machines, namely, devices which accept a wager. Owned by **IGT CORPORATION NEVADA**.

JADE DYNASTY (Registration No. 3188135) in class 9 for Electronic game programs; Gaming equipment, namely, slot machines with or without video output; Gaming machines; Machines for playing games of chance; Slot machines. Owned by **Konami Gaming, Inc.**

GREEN JADE (Registration No. 3083163) in class 9 for ELECTRIC AND ELECTRONIC APPARATUS, INSTRUMENTS, DEVICES AND MACHINES NAMELY, AUTOMATED COIN DISPENSING MACHINES, COIN OPERATED MACHINES, MACHINES OPERABLE WITH BILLS, MAGNETIC CARDS, COMPUTER CHIPS, MICRO-PROCESSORS AND CHIPS, MECHANICS FOR COIN-OPERATED MACHINES NAMELY, COIN, CURRENCY AND CHIP-CONTROLLED GAMING MACHINES, APPARATUSES FOR BILLING OPERATIONS OF COIN-OPERATED MACHINES, NAMELY, COMPUTER SOFTWARE USED TO GENERATE BILLS IN CONNECTION WITH COIN OPERATED GAMING MACHINES, AUTOMATED DATA STORAGE MACHINES IN THE NATURE OF COMPUTERS, DATA PRINTERS, ELECTRONIC PRINT BOARDS, FOR DISPLAYING TOTAL WINNINGS IN FRONT OF GAMING MACHINES, CHANGE MACHINES, VENDING MACHINES PROVIDING CHIPS, COUPONS AND GAME CARDS; ELECTRIC AND ELECTRONIC MACHINES AND APPARATUSES FOR GAMES AMUSEMENT, ENTERTAINMENT AND GAMING, NAMELY, SLOT MACHINES, GAME SYMBOL CYLINDERS FOR SLOT MACHINES; DROP-DOWN CAROUSELS FOR GAMING AND SLOT MACHINES; TV MONITORS, LCD-DISPLAY MONITORS, ALL FOR GAMBLING MACHINES; ELECTRONIC CASINO GAME MACHINES; ELECTRIC AND ELECTRONIC GAMING AND GAMBLING MACHINES; BETTING MACHINES. Owned by **Atronic International GmbH Corp.**

“Chili Pepper” Theme

Note the first two marks below have almost the same connotation referring to a very hot chili (the spelling of “chili” varying by the spelling in the country of origin):

- **RED HOT CHILLI** and design. (RN:3,553,062) in class 9 for Slot machines and replacement parts therefor; video slot machines and replacement parts therefor; gaming machines and replacement parts therefor; gaming machines with a liquid crystal display and replacement parts therefor; mechanical reel type slot machines with a liquid crystal display and replacement parts

therefor; media storage computer software for electronic circuits, optical disks, magnetic tapes, magnetic disks, magnetic cards, optical-magnetic disks, CD-ROMs, ROM-cartridges and DVDs, namely, computer software for controlling slot machines and game machines; computer game software for game machines and slot machines. Owned by **UNIVERSAL ENTERTAINMENT CORPORATION**

- **SUPER HOT CHILI** (SN:85-173390) Allowed in class 9 for Gaming equipment, namely, gaming machines. **Gateway Gaming LLC**

MORE CHILLI (RN:3,974,361) in class 9 for Electronic gaming machines, namely, devices which accept a wager. Owned by **Aristocrat Technologies Australia Pty LTD.**

CHILLI TIME (SN:77-823281) Allowed in class 9 for Computer software and firmware for games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals. Owned by **Ainsworth Game Technology Limited.**

CHILI PEPPER PARTY (SN:85-177575) Allowed in class 9 for Components for gaming machines that generate or display wager outcomes, namely, controllers, displays, button panels, bolsters, electrical wiring, and computer hardware and software associated therewith; Gaming machines, namely, devices which accept a wager; Gaming software that generates or displays wager outcomes of gaming machines. Owned by **WMS Gaming Inc.**

“Tiger” Theme

WILD TIGER (Registration No. 3854691) for Computer software and firmware for games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals; Gaming devices, namely, gaming machines, slot machines, bingo machines, with or without video output. Owned by **Video Gaming Technologies, Inc.**

TIGER AND DRAGON (Registration No. 3398389) including “gaming and gambling machines.” Owned by **Atronic International GmbH Corp.**

TIGER’S EYE (Registration No. 3828871) for Gaming machines, namely, devices which accept a wager. Owned by **IGT CORPORATION NEVADA.**

FORTUNE TIGER (Registration No. 3723267) for Electronic game programs; Gaming equipment, namely, slot machines with or without video output; Gaming machines; Machines for playing games of chance; Slot machines. Owned by **Konami Gaming, Inc.**

TIGER MAGIC (Registration No. 3677225) for Gaming devices, namely, gaming machines, slot machines, bingo machines, with or without video output; Gaming equipment, namely, slot machines with or without video output; Gaming machines; Gaming machines that generate or display wager outcomes; Gaming machines, namely, electronic slot and bingo machines; Gaming software that generates or displays wager outcomes of gaming machines. Owned by **Aruze Gaming America, Inc.**

YEAR OF THE TIGER (Registration No. 3621006) for Gaming equipment, namely, slot machines with or without video output. Owned by **Nizdil, Mark C** (Individual).

WHITE TIGER (Registration No. 1980662) for gaming equipment, namely poker machines and parts therefor. Owned by **Aristocrat Technologies Australia Pty Ltd.**

EXHIBIT B

EXHIBIT B



EXHIBIT B

EXHIBIT B



1

substitutes for
all symbols
except scatters.
appears
on reels 2, 3
and 4 only.

BUFFALO

Multiply your wins up to 2x times!

5	300
4	100
3	50
2	10

All wins
paid as
indicated.

SCATTER

PAYS IN ANY
POSITION.

5	800
4	400
3	80

5	150
4	100
3	50

5	150
4	100
3	50

5	120
4	80
3	20

5	120
4	80
3	20

All wins begin with leftmost reel and pay left to right on adjacent reels, except scatters.

5	100
4	50
3	10

5	100
4	20
3	5

5	100
4	20
3	5

5	100
4	10
3	5

5	100
4	10
3	5
2	2

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Insert
Coin

EXHIBIT C



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PREVIOUS | NEXT

 <p>Whopper® Awesome play that will have you hook, line and winner.</p>	 <p>African Dusk® Travel to an exotic land.</p>	 <p>Dolphin Treasure® An underwater adventure.</p>
 <p>Eggstreme Riches® Excitement that comes by the dozen.</p>	 <p>Louie's Gold® For action that shines.</p>	 <p>Peacock Magic® A colorful display of fun and action.</p>
 <p>Helen of Troy® Where you rule.</p>	 <p>Buffalo Bucks® Featuring wild spinner.</p>	 <p>Penny Annie® Little things can become big things.</p>

Indicates Aristocrat's Titles

Indicates Bally's Titles

NOTE

NOTE

NOTE

EXHIBIT D

Buffalo nickel

From Wikipedia, the free encyclopedia

The **Buffalo nickel** or **Indian Head nickel**, was a copper-nickel five-cent piece struck by the United States Mint from 1913 to 1938. It was designed by sculptor James Earle Fraser.

As part of a drive to beautify the coinage, five denominations of US coins had received new designs between 1907 and 1909. In 1911, Taft administration officials decided to replace Charles E. Barber's Liberty Head design for the nickel, and commissioned Fraser to do the work. They were impressed by Fraser's designs showing a Native American and an American bison. The designs were approved in 1912, but were delayed several months because of objections from the Hobbs Manufacturing Company, which made mechanisms to detect slugs in nickel-operated machines. The company was unappeased by changes made in the coin by Fraser, and in February 1913, Treasury Secretary Franklin MacVeagh decided to issue the coins despite the objections.

Despite repeated attempts by the Mint to adjust the design, the coins proved to strike indistinctly, and to be subject to wear—the dates were easily worn away in circulation. In 1938, after the minimum 25-year period during which the design could not be replaced without congressional authorization had expired, it was replaced by the Jefferson nickel designed by Felix Schlag.

Contents

- 1 Background
- 2 Inception
- 3 Release and production
- 4 Design, models, and name controversy
- 5 See also
- 6 References
- 7 Bibliography
- 8 External links

Background

In 1883, the Liberty head nickel was released, featuring designs by Mint Engraver Charles E.

Buffalo nickel

	United States
Value	0.05 U.S. dollar
Mass	5.000 g (0.1615 troy oz)
Diameter	21.21 mm (0.8350 in)
Edge	Plain
Composition	75% copper 25% nickel
Years of minting	1913–1938

Obverse



Design	Right profile of an American Indian
Designer	James Earle Fraser
Design date	1913

Reverse

Barber. After the coin was released, it was modified to add the word "CENTS" to the reverse because the similarity in size with the half eagle allowed criminals to gild the new nickels and pass them as five dollar coins.^[1] An Act of Congress, passed into law on September 26, 1890 required that coinage designs not be changed until they had been in use 25 years, unless Congress authorized the change.^[2] The act stated that nothing in the law was to prevent the redesign of the current five-cent piece and silver dollar "as soon as practicable after the passage of this act".^[3] However, the Mint continued to strike the Liberty Head nickel in large numbers through the first decade of the 20th century.^[4]

President Theodore Roosevelt in 1904 expressed his dissatisfaction with the artistic state of the American coinage,^[5] and hoped to hire sculptor Augustus Saint-Gaudens to redesign all the coins. Constrained by the 1890 act, the Mint only hired Saint-Gaudens to redesign the cent and the four gold pieces. Saint-Gaudens, before his 1907 death, designed the eagle and double eagle, which entered circulation that year; the cent, quarter eagle, and half eagle were designed by other artists and released into circulation by 1909. By that time, the Liberty Head nickel had been in circulation for more than 25 years, and was eligible for redesign regardless of the special provision. In 1909, Mint Director Frank Leach instructed Barber to make pattern coins for new nickels. Most of these coins featured the late President, George Washington. The press found out about the pieces, and speculated they would be released into circulation by the end of the year. The Mint received orders from banks in anticipation of the "Washington nickel".^[6] However, the project was discontinued when Leach left office on November 1, 1909, to be replaced by Abram Andrew.^[6]

Andrew was dissatisfied with the just-issued Lincoln cent, and considered seeking congressional authorization to replace the cent with a design by sculptor James Earle Fraser. While the change in the cent did not occur, according to numismatic historian Roger Burdette, "Fraser's enthusiasm eventually led to adoption of the Buffalo nickel in December 1912".^[7]

Inception

On May 4, 1911, Eames MacVeagh, son of Treasury Secretary Franklin MacVeagh wrote to his father:

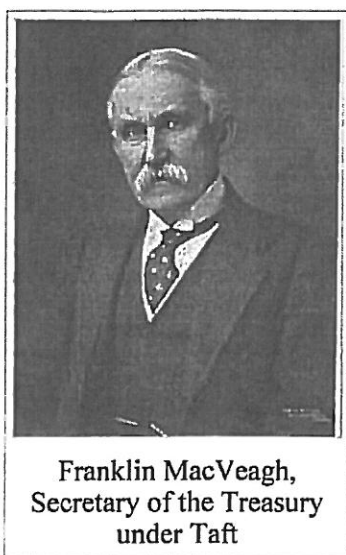
A little matter that seems to have been overlooked by all of you is the opportunity to beautify the design of the nickel or five cent piece during your administration, and it seems to me that it would be a permanent souvenir of a most attractive sort. As possibly you are aware, it is the only coin the design of which you can change during your administration, as I believe there is a law to the effect that the designs must not be changed oftener than every twenty-five years. I should think also it might be the coin of which the greatest numbers are in circulation.^[8]

Soon after the MacVeagh letter, Andrew announced that the Mint would be soliciting new designs for the nickel. Fraser, who had been an assistant to Saint-Gaudens, approached the Mint, and rapidly



Design	An American bison
Designer	James Earle Fraser
Design date	1913

produced concepts and designs. The new Mint director, George Roberts, who had replaced Andrew, initially favored a design featuring assassinated President Abraham Lincoln, but Fraser soon developed a design featuring a Native American on one side and a bison on the other. Andrew and Roberts recommended Fraser to MacVeagh, and in July 1911, the Secretary approved hiring Fraser to design a new nickel. Official approval was slower in coming; it was not until January 1912 that MacVeagh asked Roberts to inform Fraser that he had been commissioned to design the new nickel.^[9] MacVeagh wrote, "Tell him that of the three sketches which he submitted we would like to use the sketch of the head of the Indian and the sketch of the buffalo."^[10] Roberts transmitted the news, then followed up with a long list of instructions to the sculptor, in which he noted, "The motto, 'In God We Trust', is not required upon this coin and I presume we are agreed that nothing should be upon it that is not required."^[11] Fraser completed the models by June 1912, and prepared coin-size electrotypes. He brought the models and electrotypes to Washington on July 10, where they met with the enthusiastic agreement of Secretary MacVeagh.^[12]



Franklin MacVeagh,
Secretary of the Treasury
under Taft

In July 1912, word of the new design became publicly known, and coin-operated machine manufacturers sought information. Replying to the inquiries, MacVeagh wrote that there would be no change in the diameter, thickness, or weight of the nickel. This satisfied most firms. However, Clarence Hobbs of the Hobbs Manufacturing Company, of Worcester, Massachusetts requested further information. According to Hobbs, his firm was the manufacturer of a device which would detect counterfeit nickels inserted into vending machines with complete accuracy.^[13] Discussions continued for most of the rest of 1912, with Hobbs demanding various changes to the design, to which the artist was reluctant to agree. When in December 1912, the Hobbs Company submitted a modified design for the nickel, MacVeagh strongly opposed it. On December 18, Roberts officially approved Fraser's design, and the sculptor was authorized to complete and perfect the design, after which he would be paid \$2,500 for his work.^[14]

On January 7, 1913, Fraser's approved design was used to strike experimental pieces; the sculptor later wrote that he remembered several of the workmen commenting that the new piece struck more easily than the old. Afterwards, Roberts asked Fraser if the Hobbs Company was content with the design. The sculptor told the Mint director that the firm wanted changes made, and Fraser agreed to meet with them further. Over the following two weeks, Fraser worked with George Reith, the Hobbs Company's mechanic who had invented the device, in an attempt to satisfy the firm's concerns. On January 20, Fraser wired the Mint from his studio in New York, announcing that he was submitting a modified design, and explained that the delay was "caused by working with inventor until he was satisfied".^[15] The next day, Philadelphia Mint Superintendent John Landis sent Roberts a sample striking of the revised design, stating, "the only change is in the border, which has been made round and true".^[16]

Despite the apparent agreement, the Hobbs Company continued to interpose objections. Engraver Barber was asked for his view; he stated that Reith, who had attended the trial striking, had been given all the time and facilities he had asked for in testing the new pieces, and the mechanic had pronounced himself satisfied.^[17] Hobbs Company agent C. U. Carpenter suggested that Reith had been intimidated by the preparations that had already gone into the issue of the modified nickel, "and, instead of pointing out clearly just what the situation demanded, agreed to adapt our device to the coin more readily than [*sic*] he was warranted in doing".^[18] On

February 3, Hobbs sent Roberts a lengthy list of changes that he wanted in the coin, and the sculptor was required to attend a conference with Hobbs and Reith.^[19] On the fifth, following the conference, which ended with no agreement, Fraser sent MacVeagh a ten-page letter, complaining that his time was being wasted by the Hobbs Company, and appealing to the Secretary to bring the situation to a close.^[20] MacVeagh agreed to hold a meeting at his office in Washington on February 14. When the Hobbs Company requested permission to bring a lawyer, Fraser announced he would be doing the same. The Hobbs Company sought letters of support from the business community, with little success; Fraser's efforts to secure support from artists for his position were more fruitful.^[21] Barber prepared patterns showing what the nickel would look like if the changes demanded by Hobbs were made. MacVeagh conducted the meeting much like a legal hearing, and issued a letter the following day.^[22]

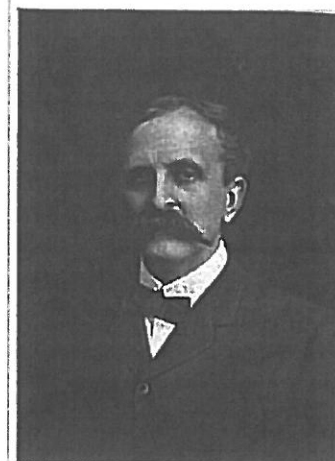
The Secretary noted that no other firm had complained, that the Hobbs mechanism had not been widely sold, and that the changes demanded—a clear space around the rim and the flattening of the Indian's cheekbone—would affect the artistic merit of the piece.

It is of course true that only the most serious business considerations should stand in the way of the improvement of the coinage, and this partiucular coin has great claims of its own, because of its special quality. If we should stop new coinage—which is always allowed every twenty-five years—for any commercial obstacles less than imperative, we should have to abandon a worthy coinage altogether. This would be a most serious handicap to the art of the Nation, for scarcely any form of art is more influential than an artistic coin, where the coin is widely circulated. You will please, therefore, proceed with the coinage of the new nickel.^[23]

After he issued his decision, MacVeagh learned that the Hudson & Manhattan Railroad Company, which Hobbs claimed had enthusiastically received his device, was actually removing it from service as unsatisfactory. The Secretary's decision did not end the Hobbs Company efforts, as the firm appealed to President Taft. With only two weeks remaining in his term, the President was not minded to stop the new nickel (production of which had started on February 18) and MacVeagh wrote to Taft's secretary, Charles D. Hilles, "Certainly Hobbs got all the time and attention out of this administration that any administration could afford to give to one manufacturing corporation."^[24] Numismatic historian and coin dealer Q. David Bowers describes the Hobbs matter as "much ado about nothing from a company whose devices did not work well even with the Liberty Head nickels".^[25]

Release and production

The first coins to be distributed were given out on February 22, 1913, when Taft presided at groundbreaking ceremonies for the National American Indian Memorial at Fort Wadsworth, Staten Island, New York. The memorial, a project of department store magnate Rodman Wanamaker, was never built, and today the site is occupied by an abutment for the Verrazano-Narrows Bridge. Forty nickels were sent by the Mint for the ceremony; most were



Clarence W. Hobbs.
Objections by his firm
delayed the Buffalo nickel
for months.



distributed to the Native American chiefs who participated.^[26] Payment for Fraser's work was approved on March 3, 1913, the final full day of the Taft administration. In addition to the \$2,500 agreed upon, Fraser received \$666.15 for extra work and expenses through February 14.^[27]

A dateless coin, showing the effects of circulation on the Buffalo nickel

The coins were officially released to circulation on March 4, 1913, and quickly gained positive comments as depicting truly American themes.^[28] However, *The New York Times* stated in an editorial that "The new 'nickel' is a striking example of what a coin intended for wide circulation should not be ... [it] is not pleasing to look at when new and shiny, and will be an abomination when old and dull."^[29] *The Numismatist*, in March and May 1913 editorials, gave the new coin a lukewarm review, suggesting that the Indian's head be reduced in size and the bison be eliminated from the reverse.^[30]

With the coin now in production, Barber monitored the rate at which dies were expended, as it was the responsibility of his Engraver's Department to supply all three mints with working dies. On March 11, 1913, he wrote to Landis that the dies were being used up three times faster than with the Liberty Head nickel. His department was straining to produce enough new dies to meet production. In addition, the date and denomination were the points on the coin most subject to wear, and Landis feared the value on the coin would be worn away.^[31] Barber made proposed revisions, which Fraser approved after being sent samples.^[32] These changes enlarged the legend "FIVE CENTS" and changed the ground on which the bison stands from a hill to flat ground.^[33] According to data compiled by numismatic historian David Lange from the National Archives, the changes to what are known as Type II nickels (with the originals Type I) actually decreased the die life.^[34] The new Treasury Secretary, William G. McAdoo, wanted further changes in the coin, but Fraser had moved on to other projects and was uninterested in revisiting the nickel.^[35] The exposure of the date to wear was never satisfactorily addressed by the Mint; many Buffalo nickels today have the date worn away.^[36]

The "Buffalo nickel", as the pieces inaccurately came to be known,^[37] saw minor changes to the design in 1916.^[38] The word "LIBERTY" was given more emphasis and moved slightly; Bowers questions whether any change was made to the portrait of the Indian,^[39] though Walter Breen in his reference work on United States coins states that Barber made the Indian's nose slightly longer in 1916. According to Breen, however, none of these modifications helped, with the coin rarely found well-struck and with the design subject to considerable wear throughout the remainder of its run.^[40]

The piece was struck by the tens of millions, at all three mints, through the remainder of the 1910s. In 1921, a recession began, and few nickels were struck in the following two years.^[41] The low mintage for the series came with the 1931 nickel struck at the San Francisco Mint. The 1931-S was minted in a quantity of 194,000 early in the year. There was no need for more to be struck, but Acting Mint Director Mary M. O'Reilly asked the San Francisco Mint to strike more so that the pieces would not be hoarded. Using materials on hand, including the melting down of worn-out nickels, San Francisco found enough metal to strike 1,000,000 more pieces. Large quantities were saved, and the coin is not particularly rare today despite the low mintage.^[42]

A well-known variety in the series is the 1937-D "three-legged" nickel, on which one of the buffalo's legs is missing. Breen relates that this variety was caused by a pressman, Mr. Young, at the Denver Mint, who in seeking to remove marks from a reverse die (caused by the dies making contact with each other), accidentally removed or greatly weakened one of the animal's legs. By the time Mint inspectors discovered and condemned the die, thousands of pieces had been struck and mixed with other coins.^[43]

Another is the 1938-D/S, caused by dies bearing an "S" mintmark being repunched with a "D" and used to strike coins at Denver. While the actual course of events is uncertain, Bowers is convinced that the variety was created because Buffalo nickel dies intended for the San Francisco mint were repunched with the "D" and sent to Denver so they would not be wasted—no San Francisco Buffalo nickels were struck in 1938, but they were produced at Denver, and it was already widely known that a new design would be introduced. The 1938-D/S was the first repunched mintmark of any US coin to be discovered, causing great excitement among numismatists when the variety came to light in 1962.^[43]

When the Buffalo nickel had been in circulation for the minimum 25 years, it was replaced with little discussion or protest. The problems of die life and weak striking had never been solved, and Mint officials advocated its replacement. In January 1938, the Mint announced an open competition for a new nickel design, to feature early President Thomas Jefferson on the obverse, and Jefferson's home, Monticello on the reverse.^[44] In April, Felix Schlag was announced as the winner.^[45] The last Buffalo nickels were struck in April 1938, at the Denver Mint, the only mint to strike them that year. On October 3, 1938, production of the Jefferson nickel began, and they were released into circulation on November 15.^[46]

Design, models, and name controversy

In a 1947 radio interview, Fraser discussed his design:

Well, when I was asked to do a nickel, I felt I wanted to do something totally American—a coin that could not be mistaken for any other country's coin. It occurred to me that the buffalo, as part of our western background, was 100% American, and that our North American Indian fitted into the picture perfectly.^[47]

The visage of the Indian which dominates Fraser's obverse design was a composite of several Native Americans. Breen noted (before the advent of the Sacajawea dollar) that Fraser's design was the second and last US coin design to feature a realistic portrait of an Indian, after Bela Pratt's 1908 design for the half eagle and quarter eagle.^[48]

The identity of the Indians whom Fraser used as models is somewhat uncertain, as Fraser told various and not always consistent stories during the forty years he lived after designing the nickel. In December 1913, he wrote to Mint Director Roberts that "[b]efore the nickel was made I had done several portraits of Indians, among them Iron Tail (Custer's opponent at Little Big Horn), Two Moons, and one or two others, and probably got characteristics from those men in the head on the coins, but my purpose was not to make a portrait but a type."^[49]



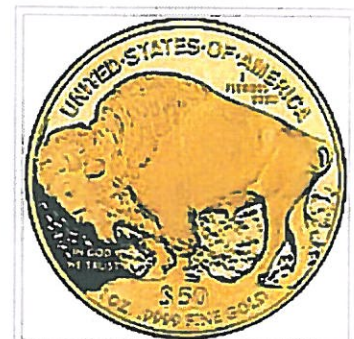
By 1931, Two Guns White Calf, son of the last Blackfoot tribal chief, was capitalizing off his claim to be the model for the coin. To try to put an end to the claim, Fraser wrote that he had used three Indians for the piece, including "Irontail, the best Indian head I can remember. The other one was Two Moons, the other I cannot recall."^[50] In 1938, Fraser stated that the three Indians had been "Iron Tail, a Sioux, Big Tree, a Kiowa, and Two Moons, a Cheyenne".

Fraser's design was adopted for a 2001 commemorative silver dollar.

^[50] Despite the sculptor's efforts, he (and the Mint) continued to receive inquiries about the identity of the Indian model until his 1953 death.^[51]

Nevertheless, John Big Tree, a Seneca, claimed to be a model for Fraser's coin, and made many public appearances as the "nickel Indian" until his 1967 death at the age of 92 (though he sometimes alleged he was over 100 years of age). Big Tree was identified as the model for the nickel in wire service reports about his death,^[52] and he had appeared in that capacity at the Texas Numismatic Association convention in 1966.^[50] After Big Tree's death, the Mint stated that he most likely was not one of the models for the nickel. There have been other claimants: in 1964, Montana Senator Mike Mansfield wrote to Mint Director Eva B. Adams, enquiring if Sam Resurrection, a Choctaw was a model for the nickel. Adams wrote in reply, "According to our records, the portrait is a composite. There have been many claimants for this honor, all of whom are undoubtedly sincere in the belief that theirs is the one that adorns the nickel."^[52]

According to Fraser, the animal that appears on the reverse is the American bison Black Diamond. In a interview published in the *New York Herald* on January 27, 1913, Fraser was quoted as saying that that the animal, which he did not name, was a "typical and shaggy specimen" which he found at the Bronx Zoo.^[53] Fraser later wrote that the model "was not a plains buffalo, but none other than Black Diamond, the contrariest animal in the Bronx Zoo. I stood for hours ... He refused point blank to permit me to get side views of him, and stubbornly showed his front face most of the time."^[53] However, Black Diamond was never at the Bronx Zoo, but instead lived at the Central Park Zoo until he was sold and slaughtered in 1915. Black Diamond's mounted head is still extant, and has been exhibited at coin conventions.^[54] The placement of Black Diamond's horns differs considerably from that of the animal on the nickel, leading to doubts that Black Diamond was Fraser's model. One candidate cited by Bowers is Bronx, a bison who was for many years the herd leader of the bison at the Bronx Zoo.^[55]



Reverse of the American Buffalo gold coins, struck beginning in 2006

From its inception, the coin was referred to as the "Buffalo nickel", despite the use of a bison as a model. As the nickel is 75% copper and 25% nickel, prominent numismatist Stuart Mosher objected to the nomenclature in the 1940s, writing that he was "uncertain why it is called a 'Buffalo nickel' although the name is preferable to 'Bison copper'". The numismatic publication with the greatest circulation, *Coin World* calls it an Indian head nickel, while R.S. Yeoman's *Red Book* refers to it as an "Indian Head or Buffalo type".^[56]

In 2001, the design was adopted for use on a commemorative silver dollar.^[57] In 2006, the Mint began striking American Buffalo gold bullion pieces, using a modification of Fraser's Type I design.^[58]

See also

- The Nickel Trophy, an over-sized Indian Head nickel awarded to winners of the (now defunct) annual football game between the North Dakota State Bison and the University of North Dakota Fighting Sioux
- The Westward Journey Nickel Series Bison Nickel

- Hobo nickel, artistically-carved nickels created during the Great Depression

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2. ^ Bowers, p. 149
3. ^ Richardson, William Allen, ed (1891). *Supplement to the revised statutes of the United States*. 1. Washington, D.C.: US Government Printing Office. pp. 806–807. http://books.google.com/books?id=Dcg4AAAAIAAJ&dq=act+of+september+26,+1890&source=gbs_navlinks_s. 26 Stat L. 484, amendment to R.S. §3510
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5. ^ Breen, p. 573
6. ^ *a b* Burdette, pp. 93–97
7. ^ Burdette, p. 98
8. ^ Taxay, p. 340
9. ^ Taxay, pp. 340–342
10. ^ Burdette, p. 172
11. ^ Burdette, p. 173
12. ^ Burdette, p. 174
13. ^ Burdette, pp. 181–183
14. ^ Burdette, pp. 193–194
15. ^ Burdette, 194–196
16. ^ Burdette, p. 196
17. ^ Burdette, pp. 200–201
18. ^ Burdette, p. 201
19. ^ Taxay, p. 345
20. ^ Burdette, p. 204
21. ^ Burdette, p. 205
22. ^ Burdette, p. 206
23. ^ Burdette, p. 207
24. ^ Burdette, pp. 208–209
25. ^ Bowers, p. 37
26. ^ Burdette, pp. 211–213
27. ^ Burdette, p. 210
28. ^ Lange, p. 149
29. ^ Burdette, p. 214
30. ^ Bowers, pp. 46–47
31. ^ Burdette, pp. 252–253
32. ^ Taxay, p. 346
33. ^ Burdette, p. 253
34. ^ Bowers, p. 45
35. ^ Burdette, p. 255
36. ^ Lange, p. 149
37. ^ Bowers, pp. 41–42
38. ^ Burdette, p. 287
39. ^ Bowers, p. 46
40. ^ *a b* Breen, p. 257
41. ^ Bowers, p. 49
42. ^ Bowers, p. 115
43. ^ Bowers, pp. 125–126
44. ^ Bowers, pp. 127–128
45. ^ Bowers, p. 129
46. ^ Bowers, pp. 141–142
47. ^ Burdette, p. 224
48. ^ Breen, p. 256

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52. ^ *a b* Porterfield, Walden R. (March 3, 1970). "The Billion Dollar Profile". *The Milwaukee Journal*: p. 16. <http://news.google.com/newspapers?id=rwwqAAAAIBAJ&sjid=VCgEAAAAIBAJ&dq=john%20big%20tree%20buffalo%20nickel&pg=7288%2C2086169>. Retrieved November 21, 2010.
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External links

- NGC Coin Encyclopedia for Buffalo Nickels

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Thread: New Aristocrat convert


		Thread Tools	Display
10-05-2010	02:54 AM		#
	wendy Senior Member	Join Date Location Posts	Nov 200 Canad 39

New Aristocrat convert

I could probably just address this to GoldenGreeke! I am a newly converted Buffalo-holic. Now I want to know what other games play like that... Is it Timberwolf? I've seen others that seem to play/look like it. What about WW? Is it really as challenging as people say? How should a chicken like me start out playing it? Thanks!

Wendy

Reply With Quote

10-05-2010	03:16 AM		#:
	goldengreeke Senior Member	Join Date Location Posts	May 201 Illinoi 1,87

Hi, Wendy. Glad your a new fan of Buffalo. No other Aristocrat game plays quite like Buffalo, with all the two coin respins and multipliers in the bonus rounds. You might want to try Timberwolf or Reeling and Boppin. They have quite exciting bonus rounds with X3 and X5 multipliers. You can win a lot of money with just the minimum bet. WWII is the one game you can win the most money playing, but it doesn't hit as often. I would not put any more than \$40.00 in it unless you have a large bankroll.

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09-20-2010 07:43 PM

#

slurpster03

Member



Join Date

Apr 201

Location

San Francisco, C

Posts

3

Different Pay Tables - Buffalo?

Anyone else notice a different payable for Buffalo machines between two casinos?

In Vegas and Reno it's something like

2-buffalo: 50
 3-buffalo: 100
 4-buffalo: 250
 5-buffalo: 300

In the Indian Casinos in northern CA (Red Hawk, Thunder Valley, Cache Creek) it's

2-buffalo: 10
 3-buffalo: 50
 4-buffalo: 100
 5-buffalo: 300

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09-20-2010 08:02 PM

#



Deb

Super Moderator



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Apr 200

Location

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09-20-2010 09:08 PM

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Sep 200

2

1. 09-21-2010 04:44 AM #4



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 Member 

Join Date

Sep 2009

Location

Northern Colorado

Posts

51



Yes! I was just thinking about this the other day. The Colorado casinos where I gamble all feature the Buffalo machines where two buffalo pay ten cents. Here's the thing: I do pretty well on them here at home. I also do well on those machines at the casinos in Council Bluffs, where they pay the same. I've gotten several +\$400 bonus rounds, etc. Now, I have NEVER done well on Buffalo, Timber Wolf (I believe this has at least two different pay tables as well, though I could not quote specific differences between the two), or many other Aristocrat Reel Power games in Las Vegas. Harder to get a bonus or a decent pay on them, IMHO.

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2. 09-21-2010 09:32 AM #5



blueheart

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09-26-2010 08:15 PM

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BonusRetriggered

Senior Member



Join Date

Jan 201

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N

Posts

39

New Aristocrat machines in Atlantic City

Borgata and the Taj have both recently installed games that are new (as in 2009) from Aristocrat. Unfortunately, they're not really that good in my view.

Golden Axe (which is covered elsewhere within this section of the forum) is one game. It's based on the old Sega game. It's exactly the same as Choy Sun Doa and 5 Dragons.

Bonanza Bros. is another new one. It's exactly the same as Where's the Gold? and Let's Go Fishin'.

Two other games are not clones of earlier games. The Bullet and the Badge is one, and Bone Something-or-other is the other.

The problem with all of these games is the payouts and frequency thereof. They're really tight, and even when you seem to hit what should be great stuff, it turns out to be not-so-great.

The worst part is, Borgata took out a lot of GREAT Aristocrat games (Arctic Dreaming, Buffalo and many others) and replaced them with these. They're all over the damn place.

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09-26-2010 08:20 PM

#



goldengreeke

Senior Member



Join Date

May 201

Location

Illinois

Posts

1,87

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2. 09-26-2010 08:20 PM #2



goldengreeke

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🏆 Senior Member 🏆

8 Y

Join Date May 2010
Location Illinois
Posts 1,879



Took away Buffalo? NO WAY!!

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3. 09-26-2010 08:24 PM #3



Deb

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Super Moderator

Join Date

Apr 2008

Location

Orange County CA

Posts

8,632



I am really surprised they took out Buffalo too. That game seems like a really popular one everywhere. Thanks for the update

Deb's YouTube gambling channel:

www.youtube.com/bonusqueenDeb

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4. 09-26-2010 08:51 PM #4



CennPennTraveler

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Senior Member

Join Date

Oct 2009

Posts

1,268




Originally Posted by **BonusRetriggered**

The worst part is, Borgata took out a lot of GREAT Aristocrat games (Arctic Dreaming, Buffalo and many others) and replaced them with these. They're all over the damn place.

NOOOOOO!!! I can't believe they took out Buffalo! I hope they put them somewhere else. 

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5. 09-26-2010 09:52 PM #5

inamminute

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 Senior Member 

Join Date

Aug 2009

Posts

1,035



 Originally Posted by **BonusRetriggered** 

Borgata and the Taj have both recently installed games that are new (as in 2009) from Aristocrat. Unfortunately, they're not really that good in my view.

Golden Axe (which is covered elsewhere within this section of the forum) is one game. It's based on the old Sega game. It's exactly the same as Choy Sun Doa and 5 Dragons.

Bonanza Bros. is another new one. It's exactly the same as Where's the Gold? and Let's Go Fishin'.

Two other games are not clones of earlier games. The Bullet and the Badge is one, and Bone Something-or-other is the other.

The problem with all of these games is the payouts and frequency thereof. They're really tight, and even when you seem to hit what should be great stuff, it turns out to be not-so-great.

The worst part is, Borgata took out a lot of GREAT Aristocrat games (Arctic Dreaming, Buffalo and many others) and replaced them with these. They're all over the damn place.

8. 09-27-2010 02:37 PM #8



BonusRetriggered

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Senior Member

Join Date

Jan 2010

Location

NJ

Posts

394



OK, having just made a trip there last night, here's some more info...

The Bone game is called Bone Bonus. It's not a Reel Power or Power Play game. 25 lines times your line bet.

Buffalo is still at Borgata, but there are far less of them now. There was one section that had Buffalo, Samurai Drifter, Double Happiness and something else on one side, and on the other side were various other games including 2Can. Those are all replaced with these new games. Another section that had Tiger Lily and Wicked Winnings and Flights of Fancy and Arctic Dreaming and some more Double Happiness, those are ALSO all replaced with these new games. All the games in the back section that were Aristocrat, such as Polynesian Pearl and Hippo Luck, are ALSO all replaced with these new games. And this isn't even all of them, there are 2 or 3 other sections in the casino with these new games as well.

Evidently Borgata saw major moneymaking potential on these crappy money-sucks.

For what it's worth, when The Bullet and the Badge pays out, it usually does so pretty decently, but that bonus can take FOREVER to show up, and even when it does no big wins are guaranteed. What I mean by lousy payouts even when you get something good, though, is something like this: on a 90-cent bet (25 lines, 3 per line, Power Play for extra 5 cents per line bet), getting all 5 bonus triggers pays you...1,500 credits?!?! Really?? For FIVE?!?! Getting 3 trigger symbols gives you 5 free spins (more trigger symbols = more spins). Every wild symbol that comes up causes 2 random spaces on the reel to turn wild as well. (Without betting the Power Play, only 1 random space turns wild.)

Bone Bonus pays even better if you get a bonus round, but again, it's just a matter of triggering the damn thing. In that game, you get (I believe) 8 free spins. When you get one wild symbol, all of another symbol turn into wild symbols as well for the rest of the bonus. If you then get two wild symbols on a future spin, all of yet another symbol turn into wild symbols. Three wild symbols on another future spin turn another symbol into wilds, and once more for four wild symbols. If you're able to get all these wild symbols, you have very very very good odds of cashing out nicely, especially if you can retrigger.

Golden Axe and Bonanza Bros. play absolutely exactly like the other earlier mentioned games in the first post of this thread. One minor correction though is that Golden Axe is a Power Play, so it actually plays identical to Choy Sun Returns, where betting those extra PP credits gets an additional 5 spins added on to your bonus round choice. Bonanza Bros. is not a Reel Power or Power Play.

Oh, and for more fun, when you cash out, there's a little ding-ding-ding musical thingie that plays. Problem is, at least half of the time, it sticks and plays again...and again...and again...and frankly, when you're hearing 8 of these machines all doing that ad nauseum, it makes you want to rip the chair from the floor that it's bolted to and hurl it into the frigging noisemakers.

The fact that all these games are literally everywhere in Borgata at the expense of better games with better odds really pissed me off, frankly. I have a feeling Borgata isn't going to give a darn if I complain about it though.




Last edited by BonusRetriggered; 09-27-2010 at 02:41 PM.

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9. 09-27-2010 05:25 PM #9



CennPennTraveler

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👤 Senior Member

Join Date

Oct 2009

Posts

1,268



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9. 09-27-2010 05:25 PM #9



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Join Date

Oct 2009

Posts

1,268



🗨️ Originally Posted by **BonusRetriggered**

Buffalo is still at Borgata, but there are far less of them now. There was one section that had Buffalo, Samurai Drifter, Double Happiness and something else on one side, and on the other side were various other games including 2Can. Those are all replaced with these new games. Another section that had Tiger Lily and Wicked Winnings and Flights of Fancy and Arctic Dreaming and some more Double Happiness, those are ALSO all replaced with these new games. All the games in the back section that were Aristocrat, such as Polynesian Pearl and Hippo Luck, are ALSO all replaced with these new games. And this isn't even all of them, there are 2 or 3 other sections in the casino with these new games as well.

I recall both of those sections and hung out at the Buffalo in that first bank you mentioned. That stinks! Well I will give the new games a shot this weekend and see what happens. I wanted to be an Aristocrat kid this trip, but I may have to spread it around now.

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10. 09-27-2010 05:31 PM #10